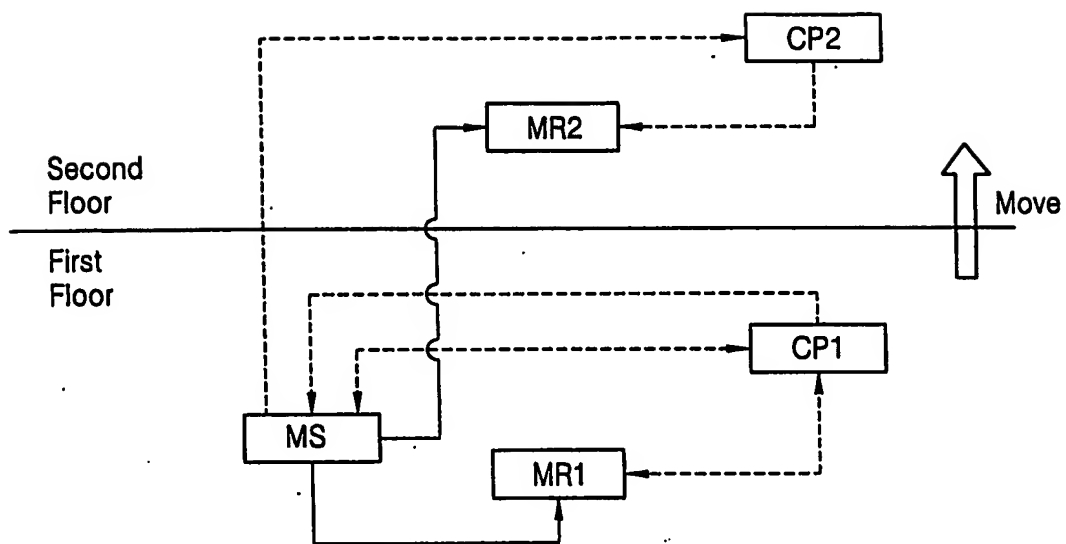
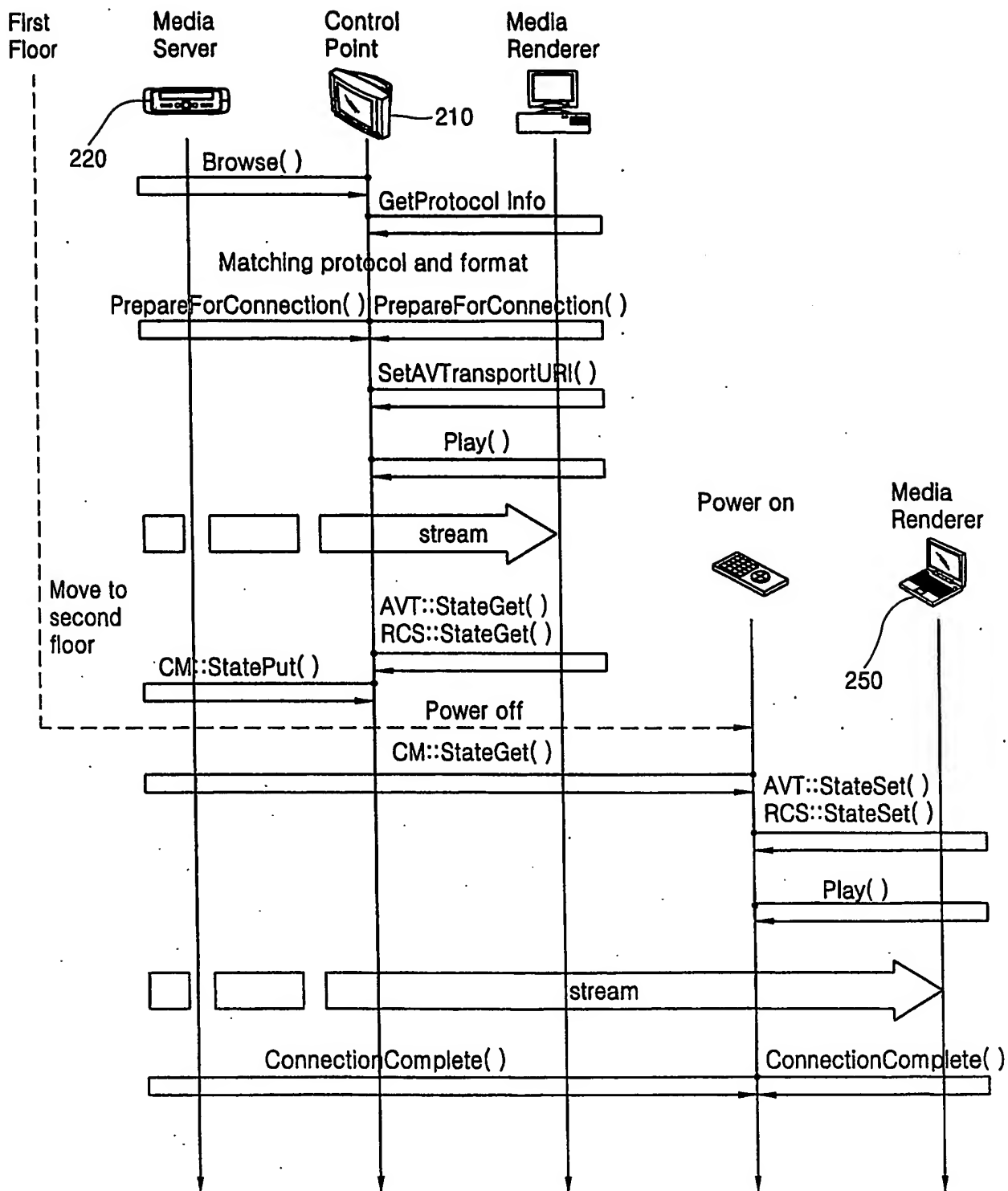
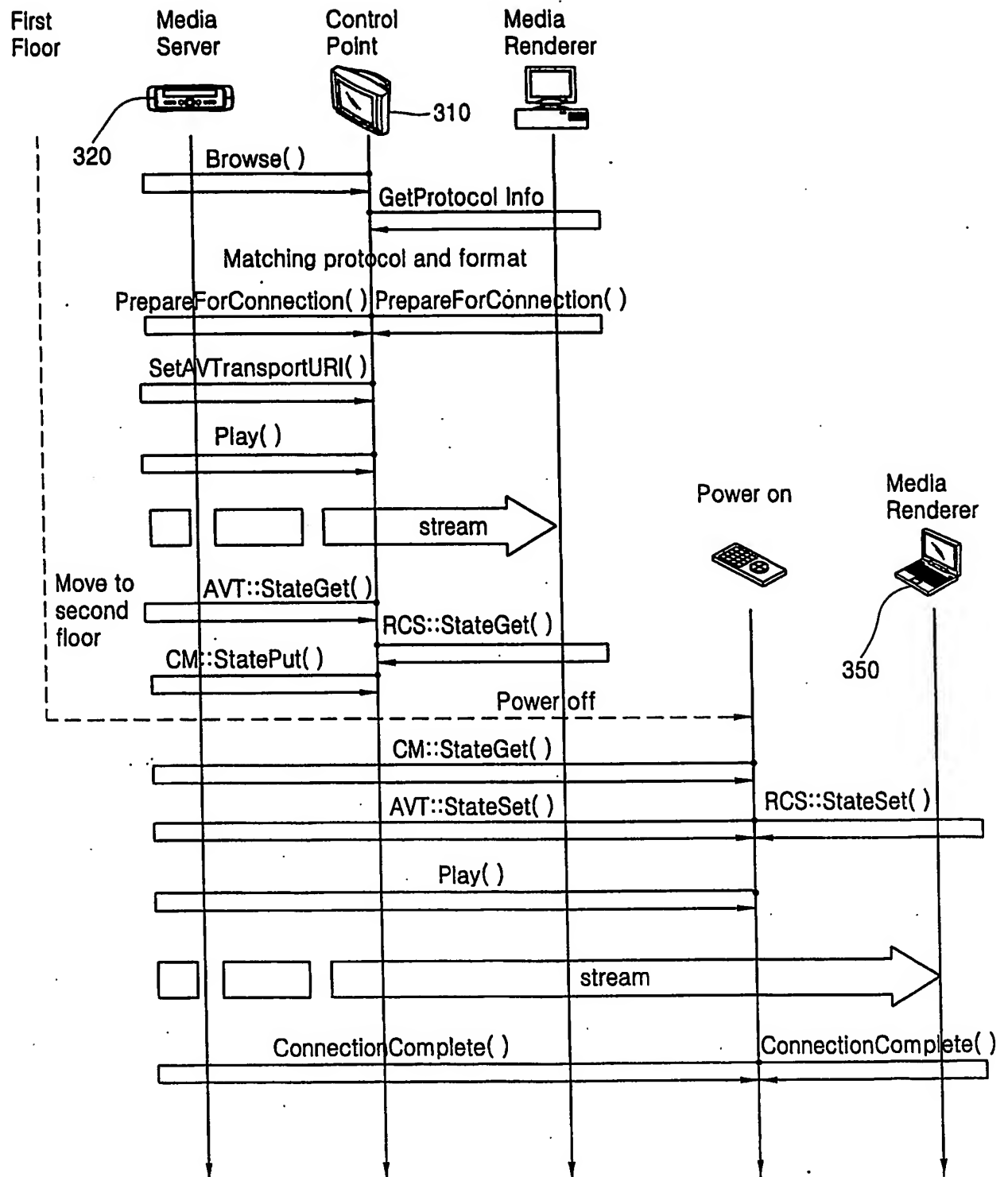


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FIG. 1

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FIG. 2

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FIG. 3



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## FIG. 4

Arguments for CM::StateGet

Argument	Direction	relatedStateVariable
ObjectID	IN	A ARG TYPE ObjectID
AVTransportState	OUT	CurrentStates
RenderingControlState	OUT	CurrentStates

## FIG. 5

Arguments for CM::StatePut

Argument	Direction	relatedStateVariable
ObjectID	IN	A ARG TYPE ObjectID
AVTransportState	IN	CurrentStates
RenderingControlState	IN	CurrentStates

## FIG. 6

Additional Stats variable for CM:StateGet, CM::Stateput

Variable Name	Req.or Opt.1	Data Type	Allowed Value	Default Value	Eng. Units
A ARG TYPE ObjectID	0	string			
CurrentStates	0	string			

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## FIG. 7

Arguments for AVT::StateGet

Argument	Direction	relatedStateVariable
ObjectID	IN	MulticastAddress
AVTransportState	OUT	CurrentStates

## FIG. 8

Arguments for AVT::StateSet

Argument	Direction	relatedStateVariable
AVTransportState	IN	MulticastAddress

## FIG. 9

Arguments for RCS::StateGet

Argument	Direction	relatedStateVariable
ObjectID	IN	MulticastAddress
RenderingControlState	OUT	CurrentStates

## FIG. 10

Arguments for RCS::StateSet

Argument	Direction	relatedStateVariable
RenderingControlState	IN	MulticastAddress

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## FIG. 11

Additional State variable for AVT::StateGet, AVT::StateSet,  
RCS::StateGet, RCS::StateSet

Variable Name	Req.or Opt.1	Data Type	Allowed Value	Default Value	Eng. Units
A ARG TYPE ObjectID	O	string			
CurrentStates	O	string			